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| **Use Case Section** | **Comment** |
| **Use Case Name** | Add User |
| **Scope** | User Administration System |
| **Level** | User goal |
| **Primary Actor** | Site Administrator |
| **Stakeholders and Interests** | User – | to be added to the system.  Player - |once added will have access to game(s).  Site Administrator -| responsible for the task of adding new users. |
| **Preconditions** | The administrator has already logged in. |
| **Success Guarantee** | The administrator has submitted the information and confirmed its accuracy. The information entered has been validated by the system. The database and server have connected successfully. |
| **Main Success Scenario** | 1. The administrator navigates to the User Management interface. 2. The system displays the list of available options. 3. The administrator selects the option to add a user. 4. The system prompts the administrator to enter information about the user. 5. The administrator enters the required information about the user. 6. The administrator submits the information to the system. 7. The system prompts the administrator to confirm the information entered. 8. The administrator confirms the information. 9. The system displays a message that the new user has been added successfully. |
| **Extensions** | 9a. (i) The system displays a message informing the administrator that there was an error processing the information submitted.  (ii) The system prompts the administrator to reenter erroneous information about the user.  9b. The system displays a message that there is no internet connection and the server cannot be reached.  9c. The system displays a message that there was an error and the database cannot be accessed. |
| **Special Requirements** | 1. There is a user management interface that is distinct from other administrative operations. 2. The list of options only allows the selection of one option for each user management operation (as a counter example, an administrator would not be able add a user and delete a user simultaneously with one submit operation). 3. If the server cannot be reached the system should timeout and display an application generated error. 4. The default font-size is visible to readers with less than 20/20 vision. |
| **Technology and Data Variations List** | 9bc. The configuration of the server engine will set the desired timeout and required handling operations on the event that it occurs. |
| **Frequency of Occurrence** | Infrequent. Either from the cycling of administrators from time to time or unhandled system error (which may be discontinued by a patch). |
| **Questions/Concerns** | * Multiple types of administrators? One for user mgmt. and one for game mgmt? |